

TSF:A	PROGRAM	FAIR LAWN ALL-SPORT
	LEVEL	RECREATIONAL
	AGE	KINDERGARTEN

ORGANISATION	WEEK THREE
	WARM UP

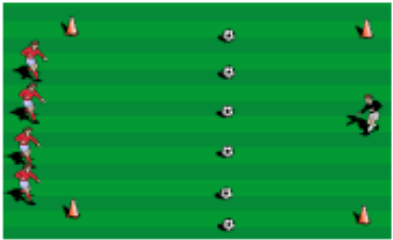
GAME #1:	10-15 MINS	SKILL DEVELOPMENT	<i>SIMON SAYS</i>
		- All players have a ball, and dribble around inside area. - Coach uses a number of commands, but players must only react to the ones that start “Simon Says....” “Simon Says Stop” - the players should put their foot on top of the ball. - OTHER COMMANDS: “Boxing” - players box the ball 5 times between their feet “Turn” - players perform a turn - Use imagination - “elbow” can be players stop the ball and put an elbow on it. - REMEMBER - if you just say “Toe-Taps” then the players should NOT do the command as you did not say “Simon Says”	
COACHING POINTS		- Reinforce dribbling skills. - Reinforce correct techniques.	

TSF:A	PROGRAM	FAIR LAWN ALL-SPORT
	LEVEL	RECREATIONAL
	AGE	KINDERGARTEN

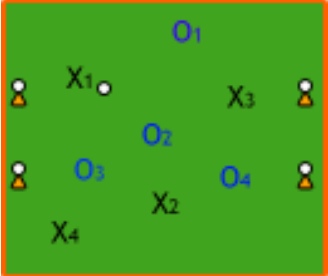
ORGANISATION	MAIN GAMES
--------------	------------

GAME #1:	15 MINS	Dribbling	SHARKS & MINNOWS
		- All players are at one end of grid with a ball - Coach (C) is the Shark. (C) Shouts "Go!" Players dribble across grid to end without getting tagged by (C). If they are tagged they become a Shark with (C). - Keep going until only one minnow remains.	
COACHING POINTS		- Reinforce dribble technique, and 'scissors'. - Make game fun - use 'JAWS' theme!	
GAME #2:	15 MINS	Dribbling	ICE AGE
		- Players on end of area with a ball each. They are "Scrat" from Ice Age movie, and their soccer ball is their acorn - In the center of the area are two or three coaches - they are "Diego" and "Mannie" (also from Ice Age Movie) - Object is for "Scrat" to dribble his 'acorn' over to the other side of the Ice without "Diego" or "Manny" stealing their acorn. - If their acorn is stolen they have to perform 5 toe-taps to get it back. "Diego" & "Mannie" must stay inside their 'gate' as per diagram	
COACHING POINTS		- Reinforce dribbling and scissors to beat the coaches. - Explode away with bigger touches after turn to get away from coaches. - PROGRESSION: - Let players be Diego and Mannie	

TSF:A	PROGRAM	FAIR LAWN ALL-SPORT
	LEVEL	RECREATIONAL
	AGE	KINDERGARTEN

GAME #3:	10-15 MINS	DRIBBLING & TURNS	<i>CHASE THE ACE</i>
		- All players have a ball and dribble inside the area. - The coach (the “Ace”) has a ball and a pinnie or disc in his/her hand. - On “go” the players must dribble and try to tag the coach. - Whoever tags the coach takes the pinnie / disc and becomes the “Ace”. - PROGRESSION - Introduce multiple “Aces”	
COACHING POINTS		- Reinforce dribbling from previous games - Reinforce skills - ask players not to just ‘kick’ the ball and chase	
GAME #4:	10-15 MINS	DRIBBLING & TURNS	<i>SHREK’S SWAMP</i>
		- All players at one end of grid. - Line of soccer balls across the middle. - Coach (The Ogre) is at the opposite end. - On coaches command players run in, pick up ball and go back to their start line. - Coach tries to tag them. If tagged they become an ogre. - Balls back in the middle. - Repeat until one player left - PROGRESSION - Have players run to ball and DRIBBLE BACK - PROGRESSION #2 - Ask them to perform a specific turn before they dribble back	
COACHING POINTS		- Reinforce dribbling from previous games. - Reinforce correct techniques.	

TSF:A	PROGRAM	FAIR LAWN ALL-SPORT
	LEVEL	RECREATIONAL
	AGE	KINDERGARTEN

SCRIMMAGE	15 MINS	4 v 4	
		- Split group into 2/4 teams depending on numbers. 2 teams play, one team rest OR set up two field so all four teams play. - No Goalkeepers - Do not add players - Do not keep score - Let the players play	
COACHING POINTS		- Try to keep players in area - Let the players play - Do not keep score	